

Droid Art

102

101

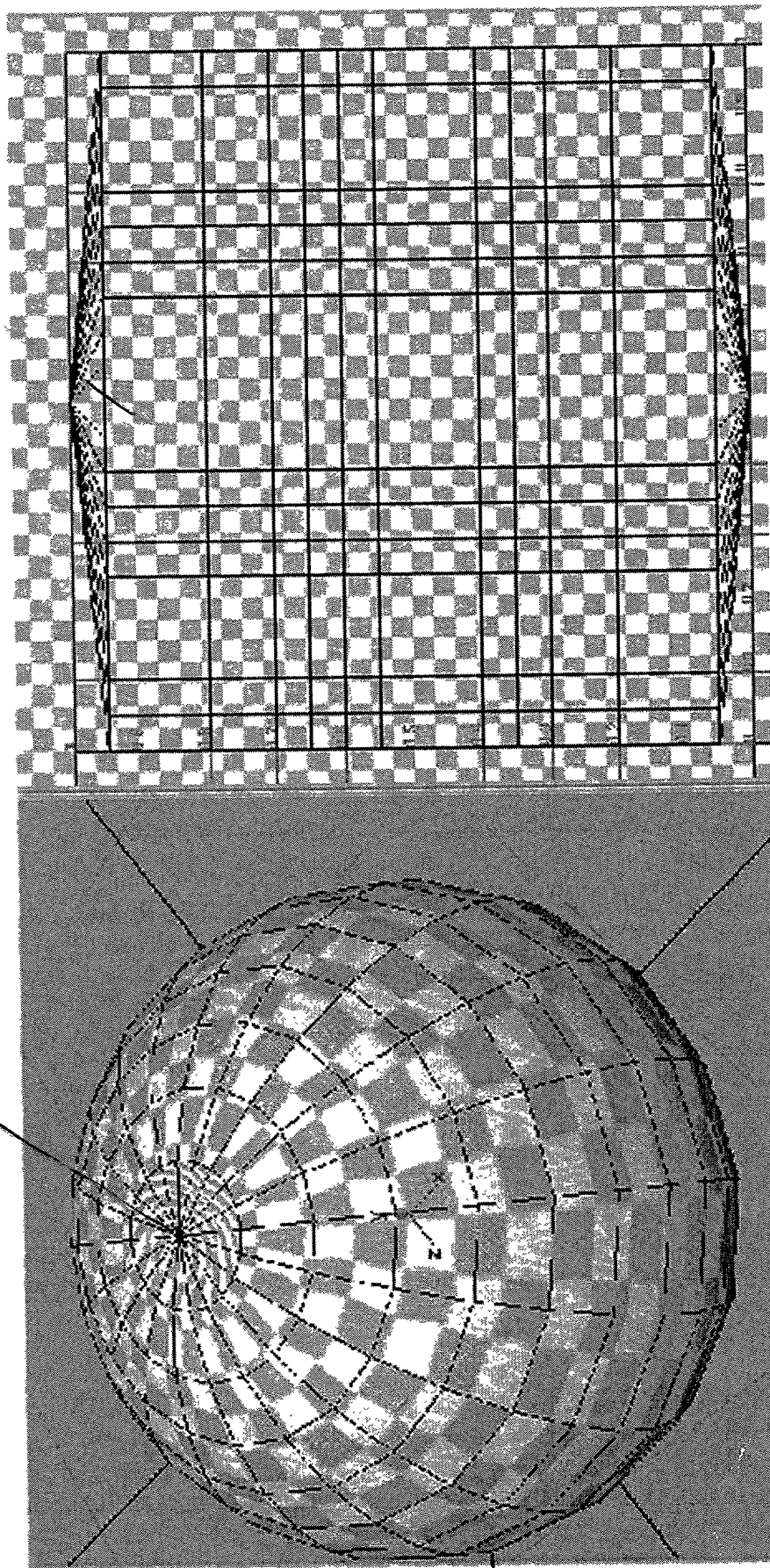


Fig 1A

Fig 1B

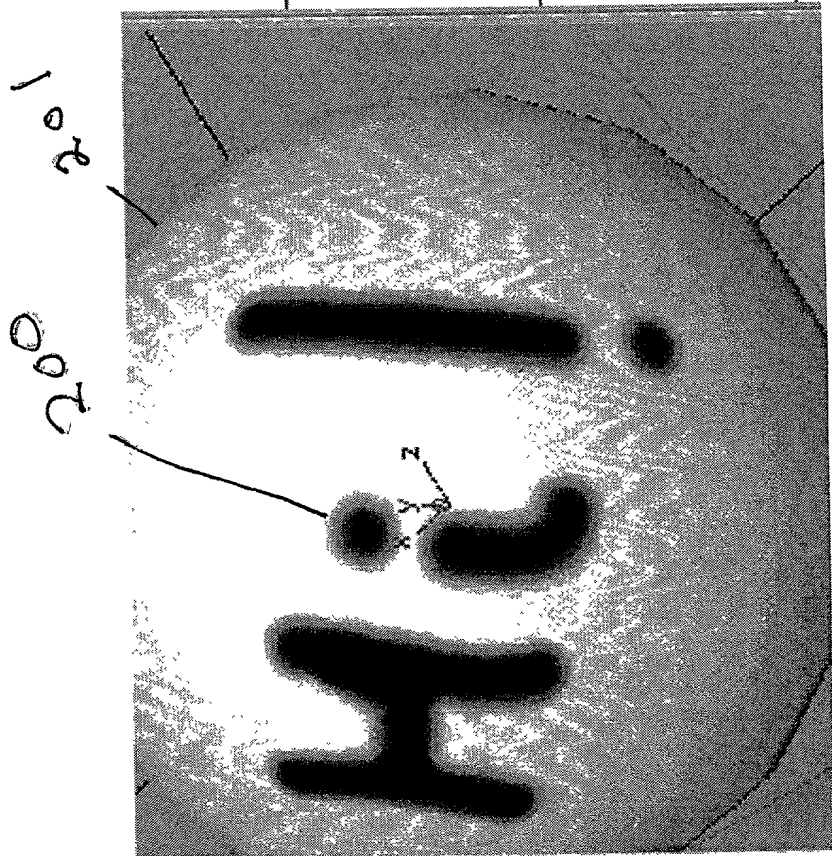


Fig 2A

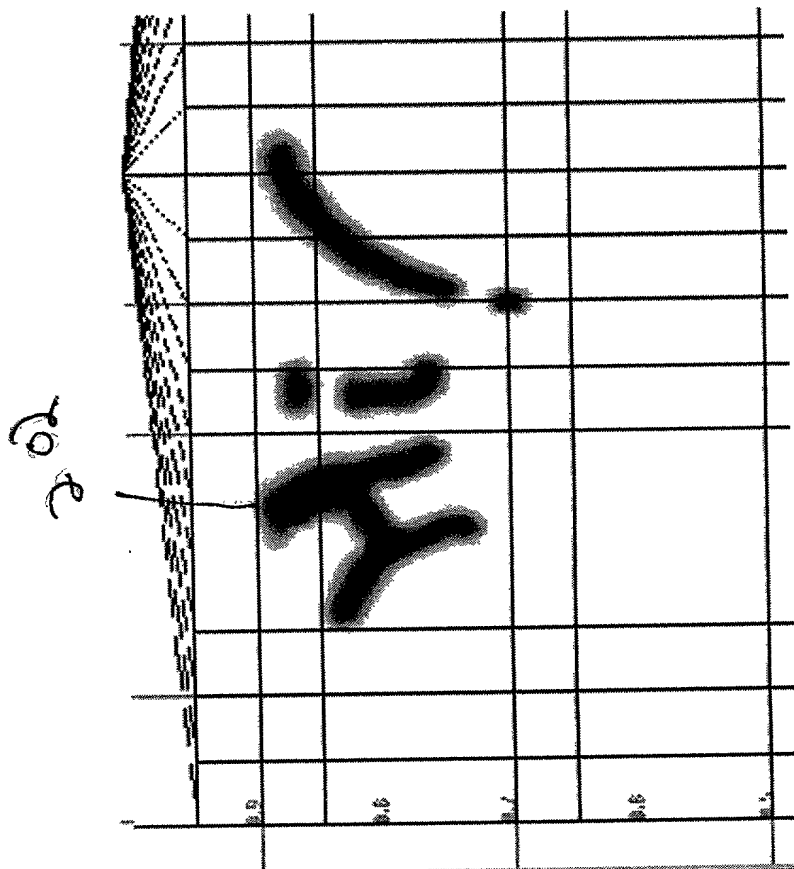
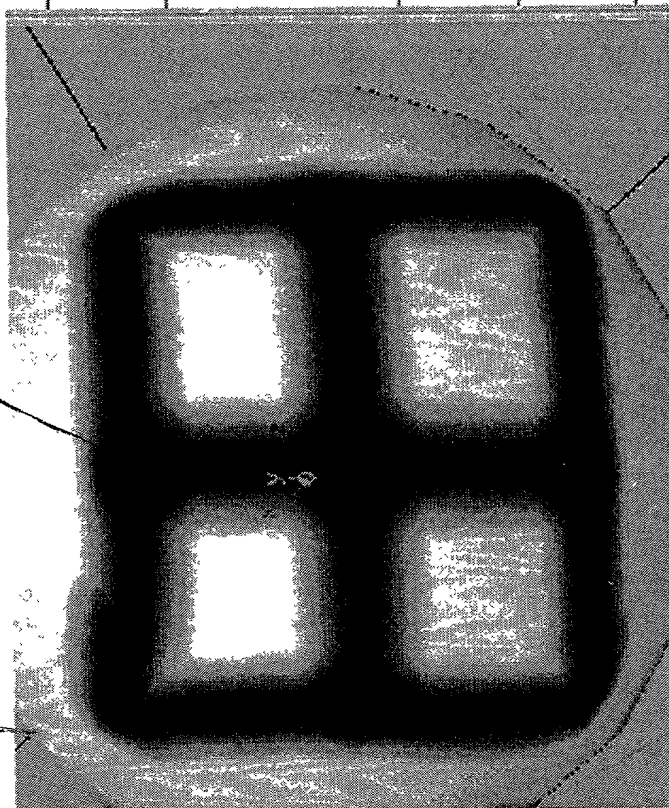
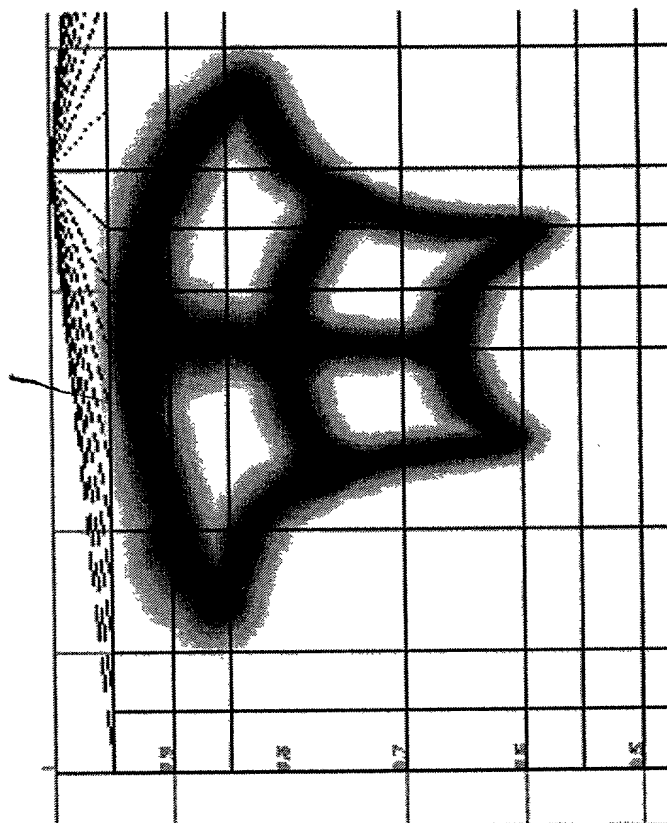


Fig 2B

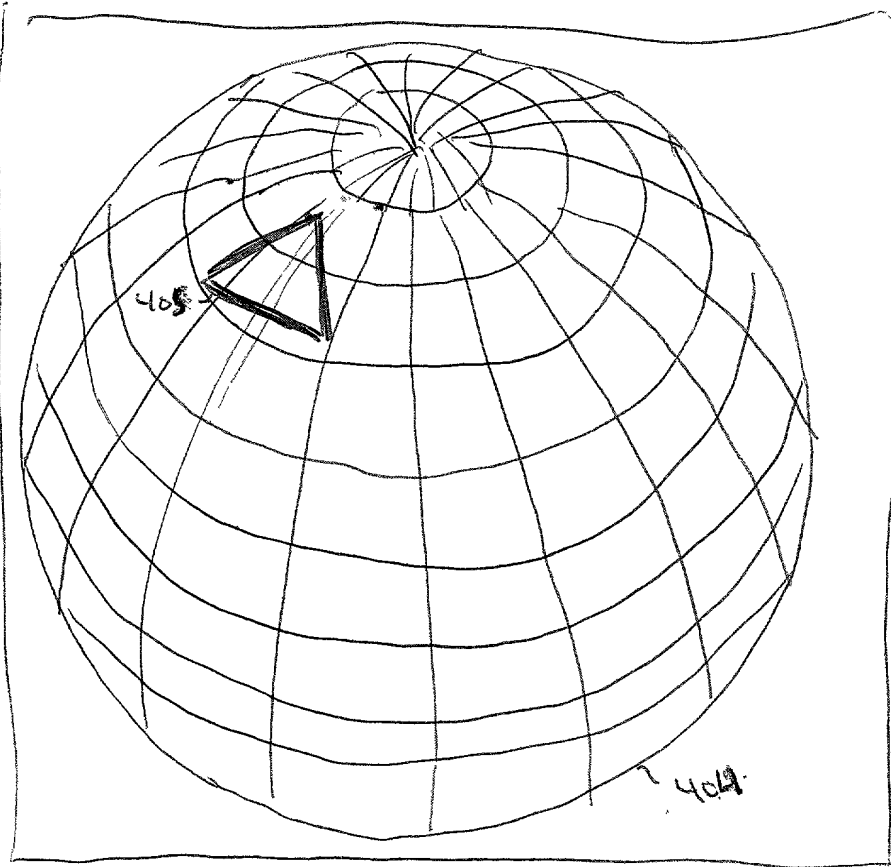
[illegible]

23



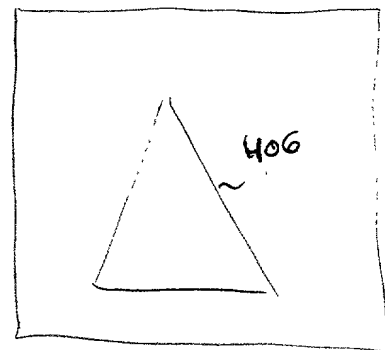
27

400 ~  
3D Space



3

Stamp  
intermediate  
Space  
402 }



texture  
space

403 ~

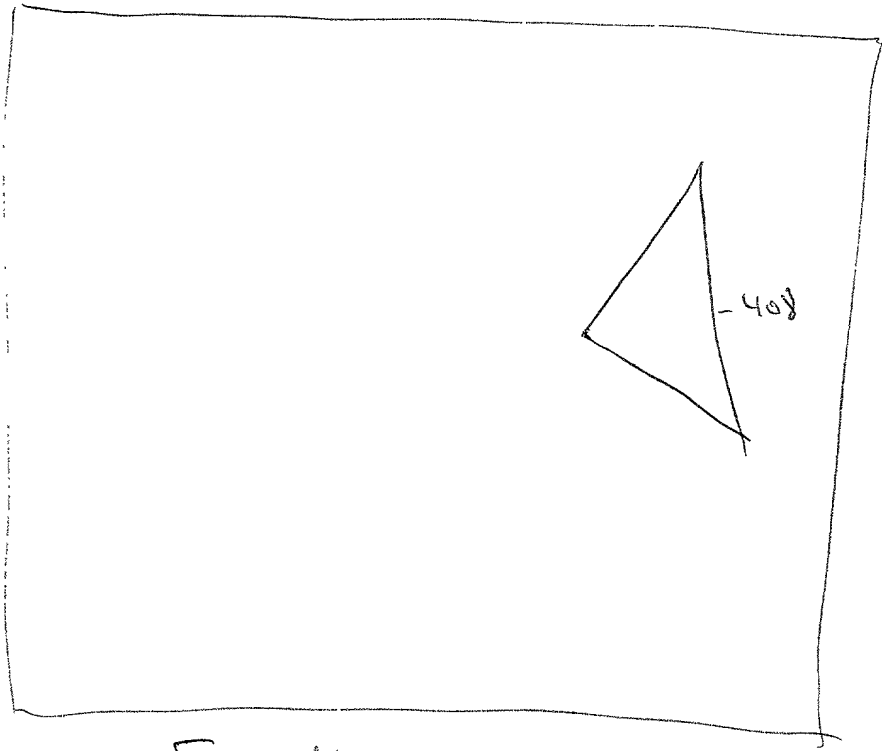


Fig 4

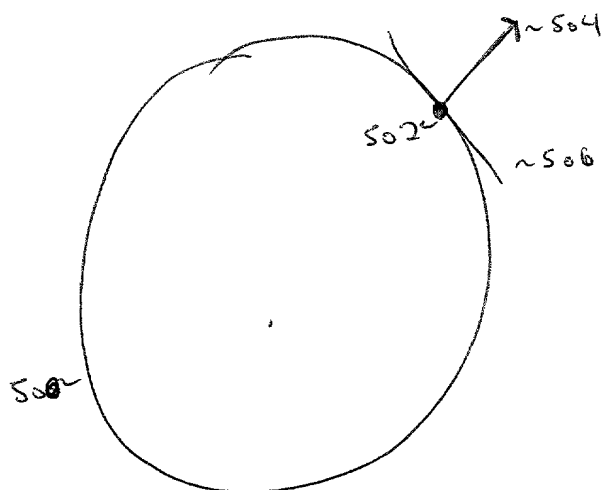


Fig 5A

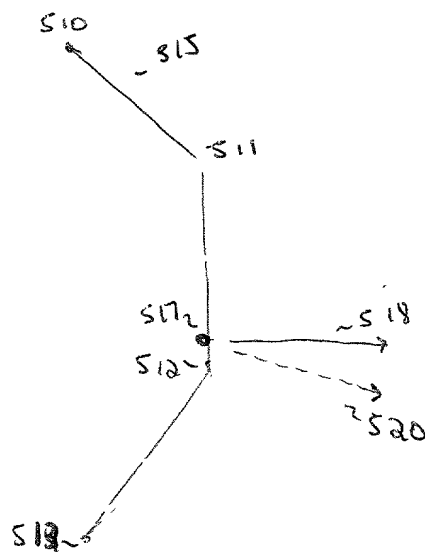


Fig 5B

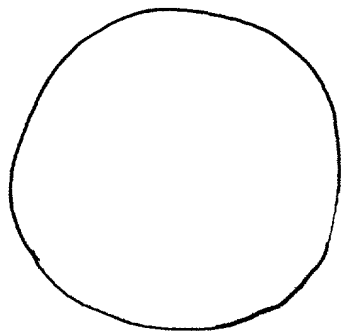


9  
8  
7

CT0E02T 6T6B6660

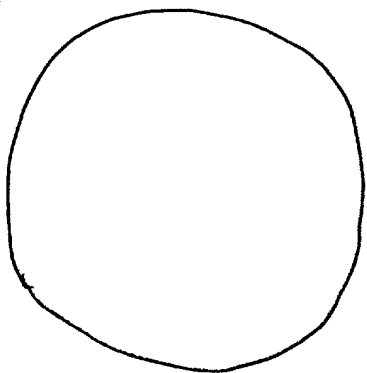
$x, y$   
700  
703

$\rho(x, y, z)$   
702



701~

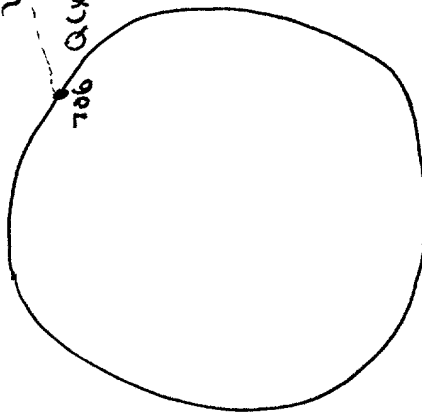
Fig 7A



701~

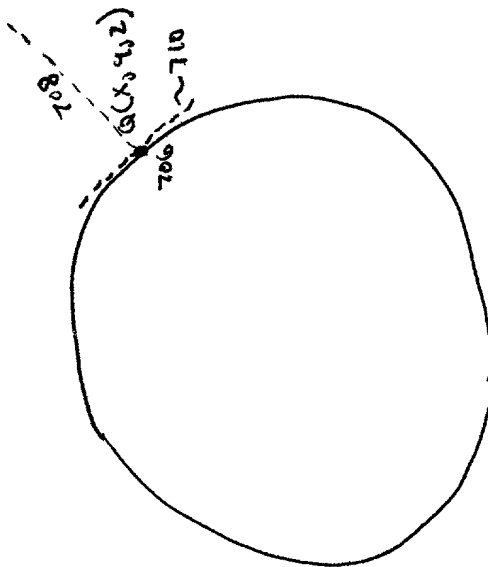
Fig 7B

$\rho(x, y, z)$   
702  
704  
705  
 $(x, y, z)$



701~

Fig 7C



701~

Fig 7D

FOOT-688660

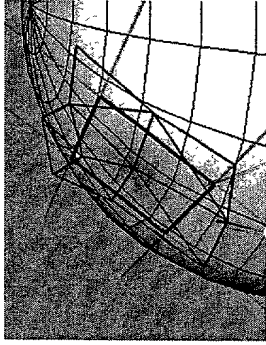


Figure 8



090919-120304  
TOE021 6766660

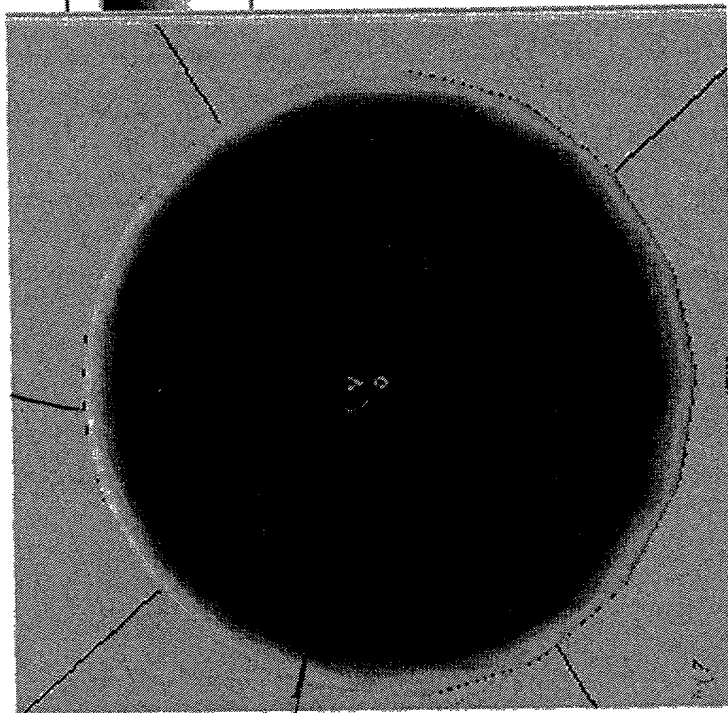


Fig 9A

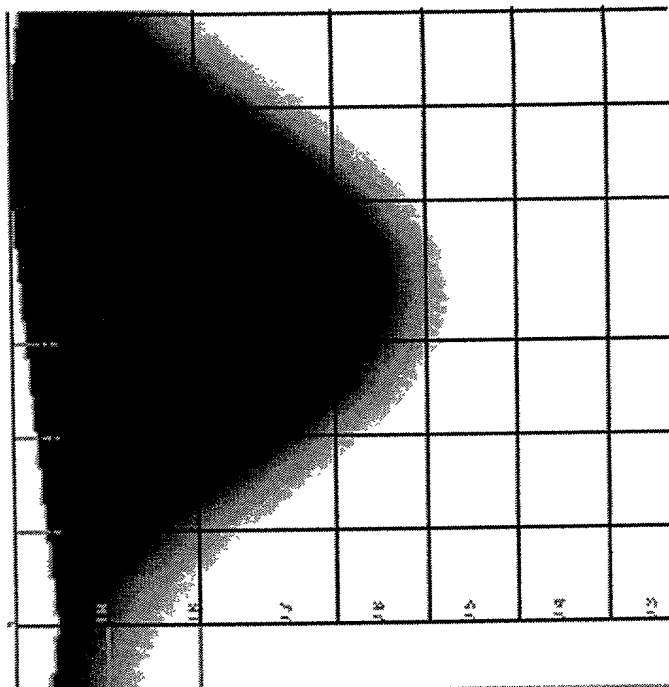


Fig 9B

FIG. 10A

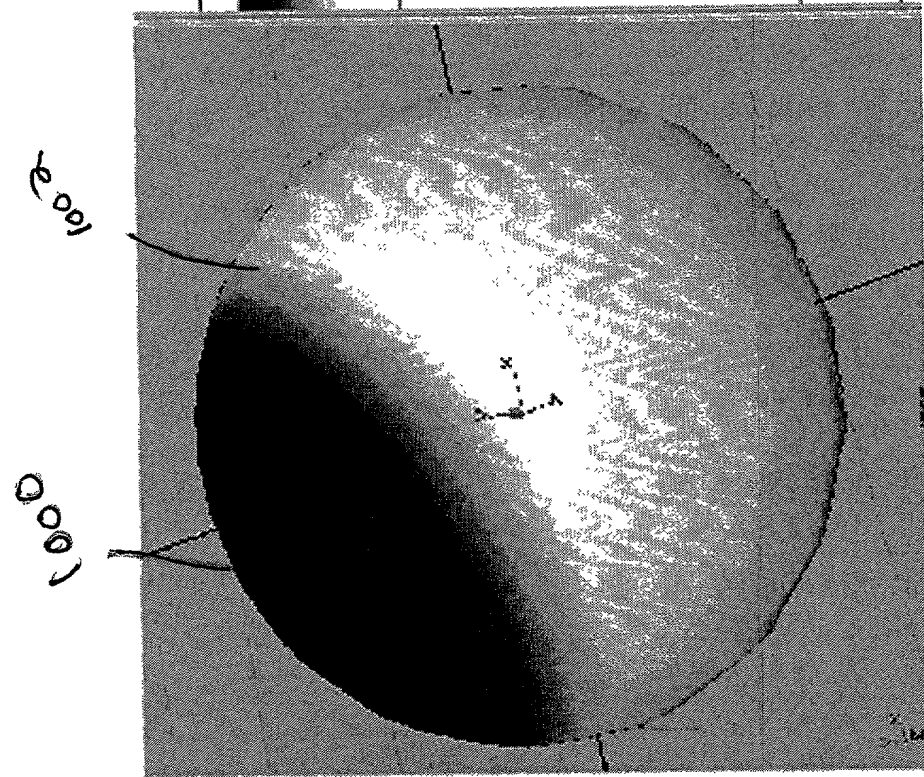


FIG. 10A

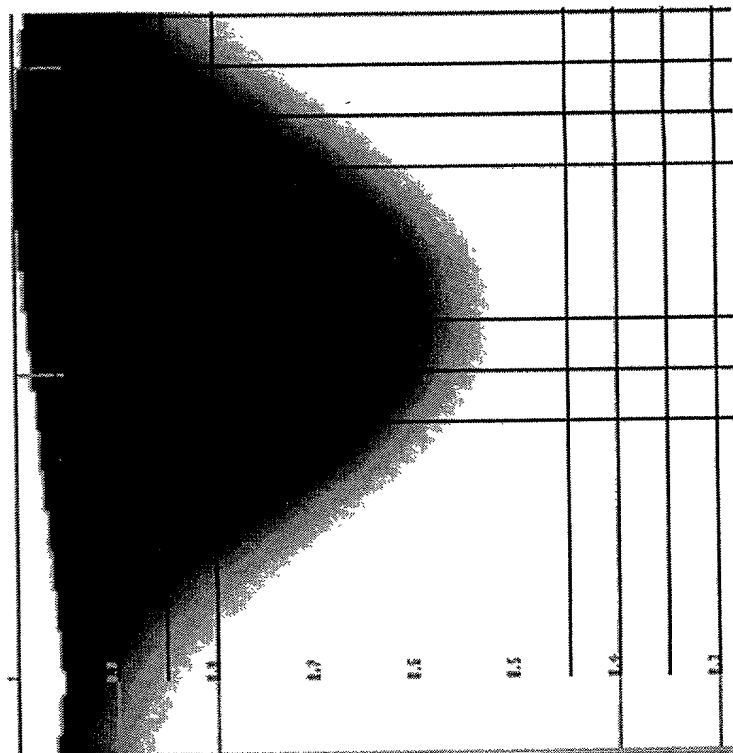


FIG. 10B

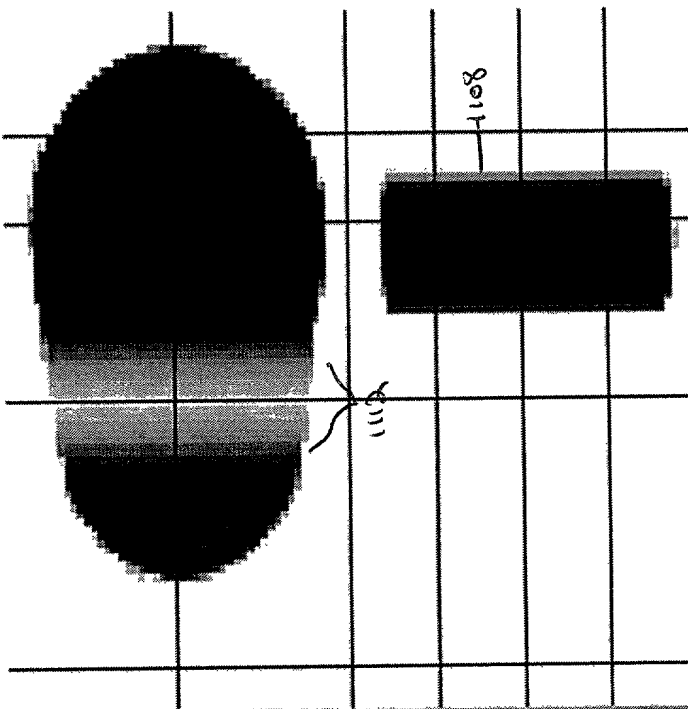


FIG. 11B

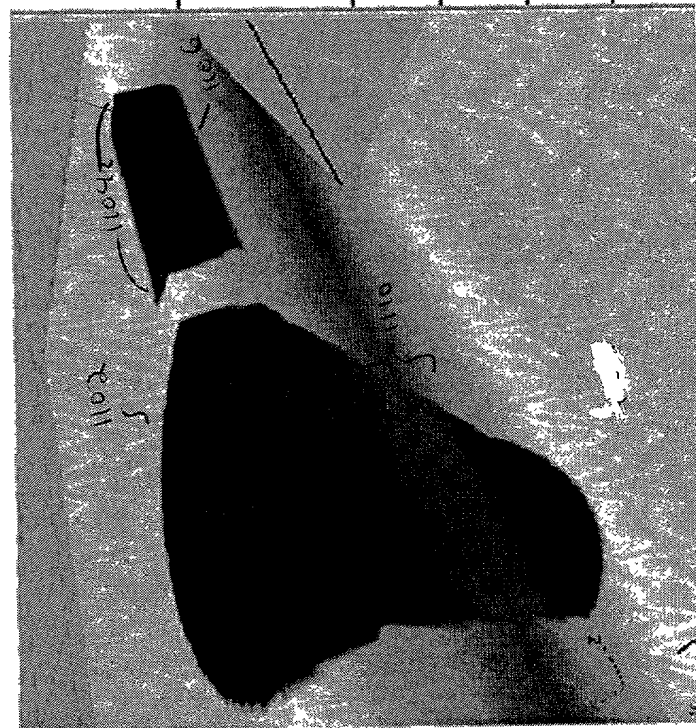
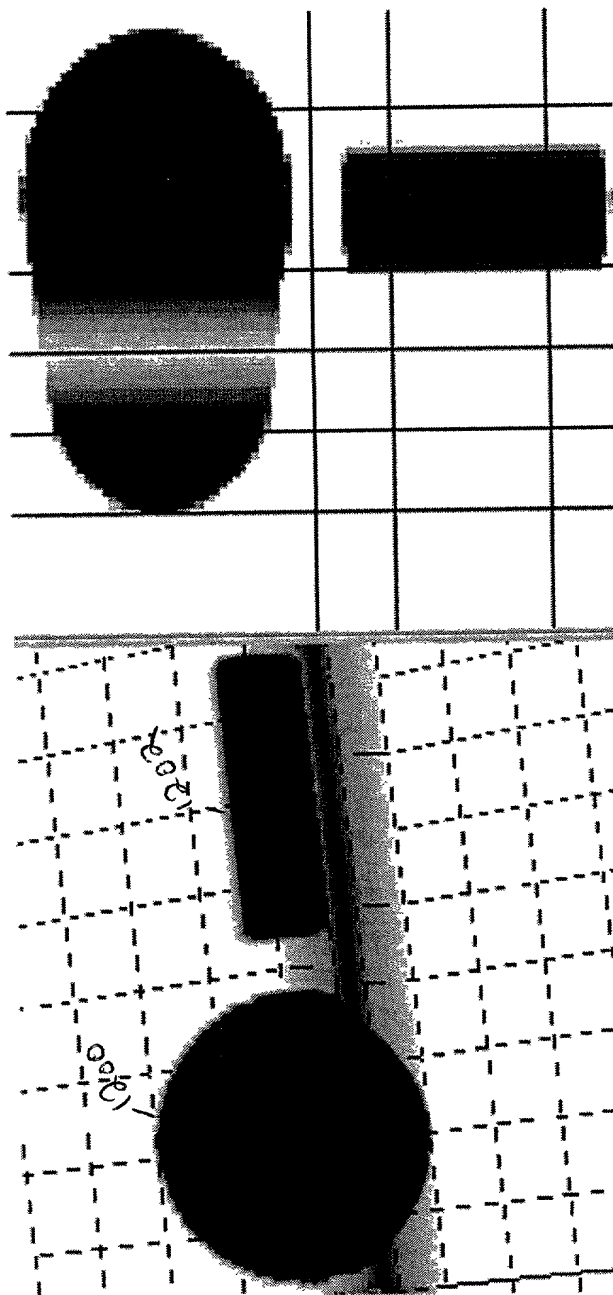


FIG. 11A

Year	1990	1991	1992	1993	1994	1995	1996	1997	1998	1999	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025	2026	2027	2028	2029	2030	2031	2032	2033	2034	2035	2036	2037	2038	2039	2040	2041	2042	2043	2044	2045	2046	2047	2048	2049	2050	2051	2052	2053	2054	2055	2056	2057	2058	2059	2060	2061	2062	2063	2064	2065	2066	2067	2068	2069	2070	2071	2072	2073	2074	2075	2076	2077	2078	2079	2080	2081	2082	2083	2084	2085	2086	2087	2088	2089	2090	2091	2092	2093	2094	2095	2096	2097	2098	2099	2100
1990	1991	1992	1993	1994	1995	1996	1997	1998	1999	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025	2026	2027	2028	2029	2030	2031	2032	2033	2034	2035	2036	2037	2038	2039	2040	2041	2042	2043	2044	2045	2046	2047	2048	2049	2050	2051	2052	2053	2054	2055	2056	2057	2058	2059	2060	2061	2062	2063	2064	2065	2066	2067	2068	2069	2070	2071	2072	2073	2074	2075	2076	2077	2078	2079	2080	2081	2082	2083	2084	2085	2086	2087	2088	2089	2090	2091	2092	2093	2094	2095	2096	2097	2098	2099	2100	



28

F16 12B

FIG. 13A

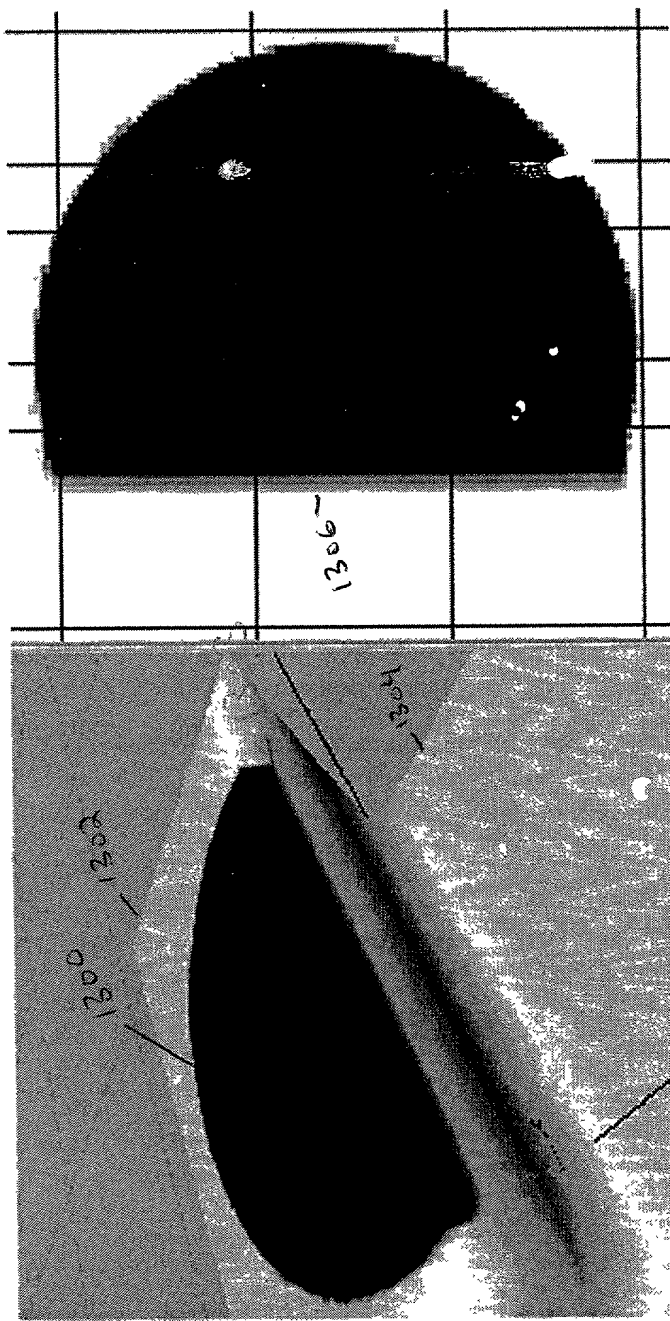


FIG. 13A

FIG. 13B

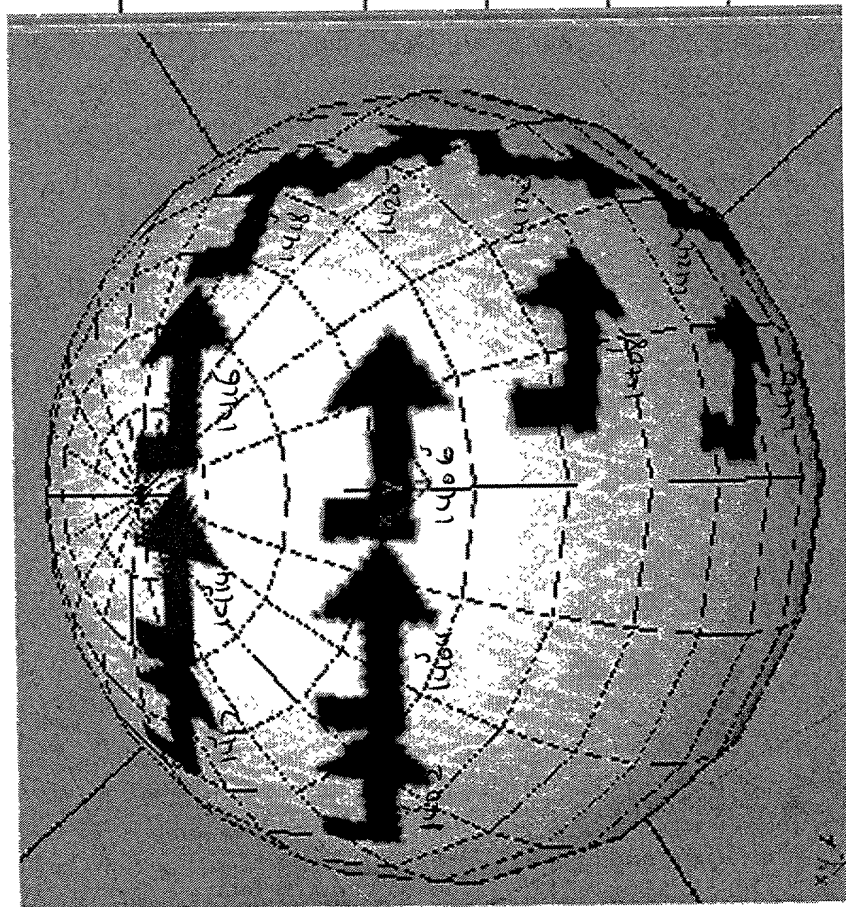


Fig 14A

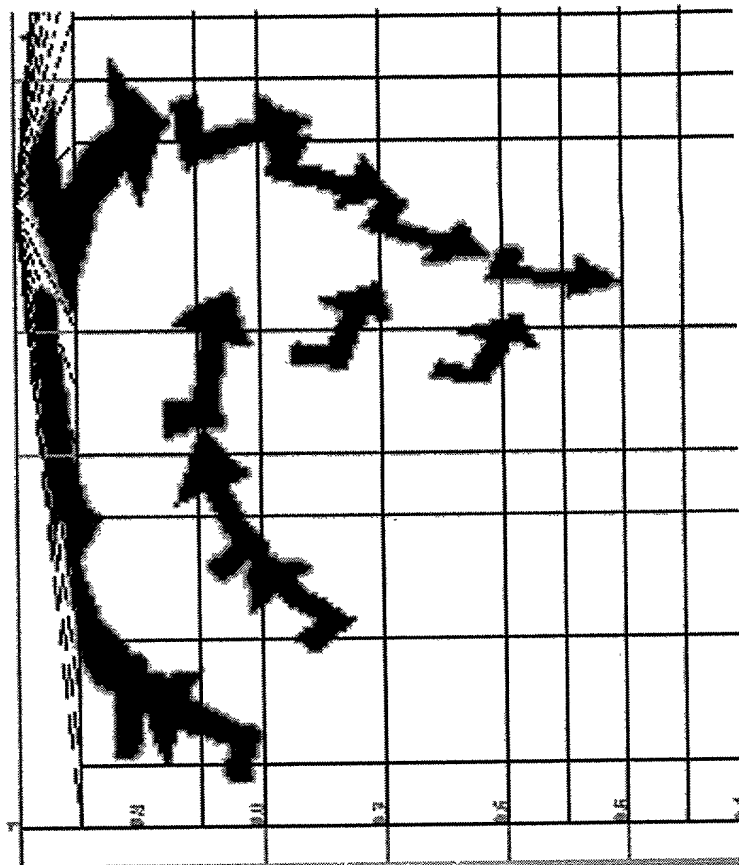


Fig 14B

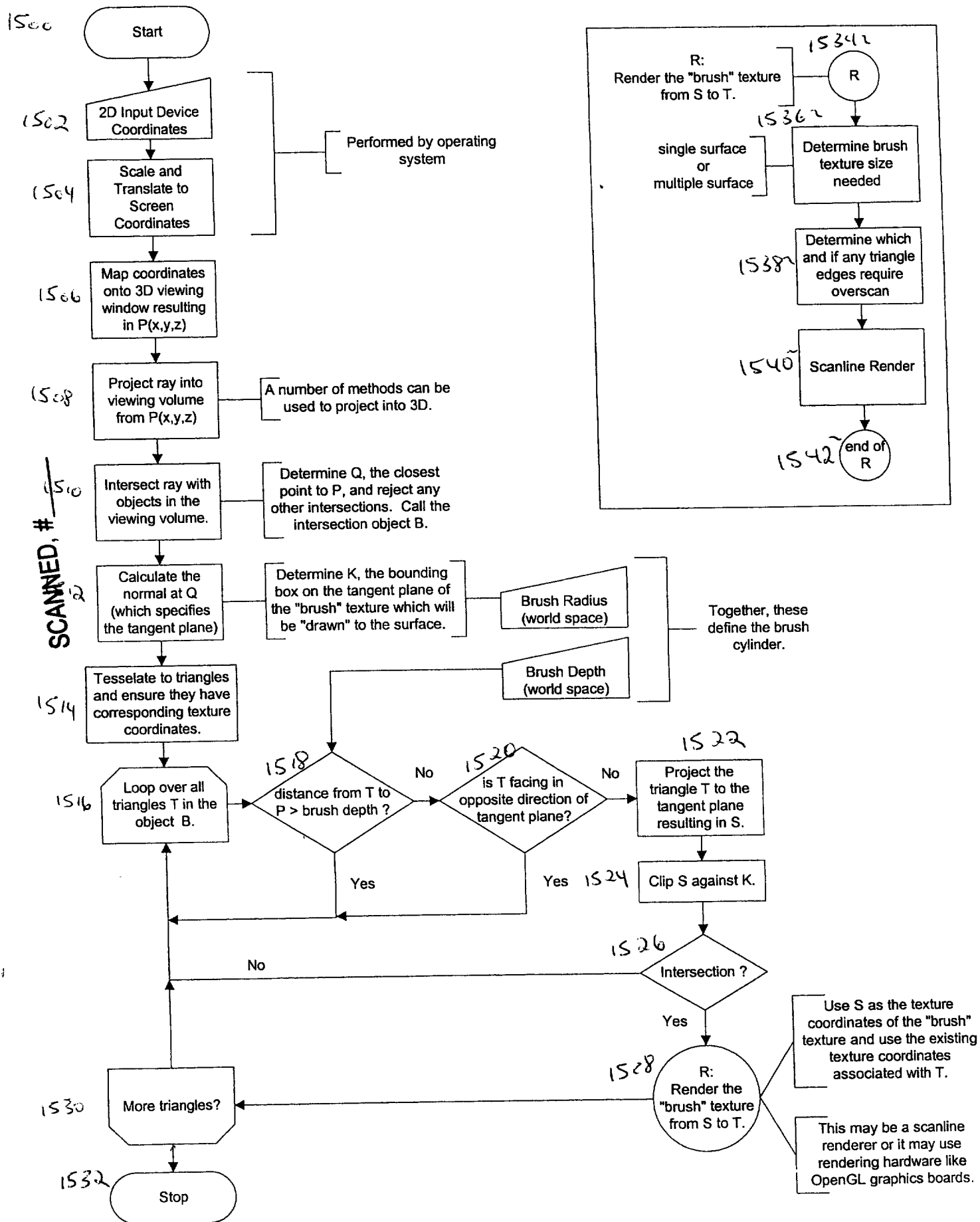
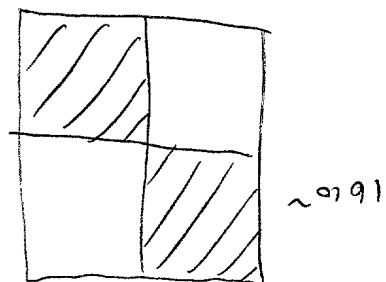
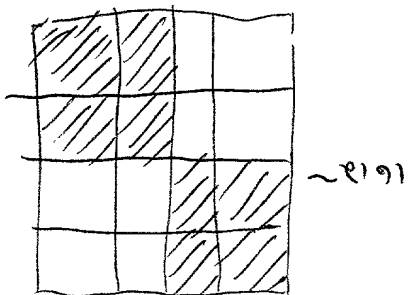


Fig 15



<p>1600</p> <p>1600</p> <p>1600</p> <p>1600</p>				<p>1600</p> <p>1600</p>	
<p>1600</p> <p>1600</p> <p>1600</p> <p>1600</p>				<p>1600</p> <p>1600</p>	
<p>1600</p> <p>1600</p> <p>1600</p> <p>1600</p>				<p>1600</p> <p>1600</p>	



After standard paint and overscan techniques are used, the image is processed to fill all the remaining background pixels: ⊗.

First step computes the mipmap levels keeping track of background pixels:

- If the 4 pixels at previous level are background pixels, the new one is background too.
- Otherwise, the color is the average of the non background pixels.

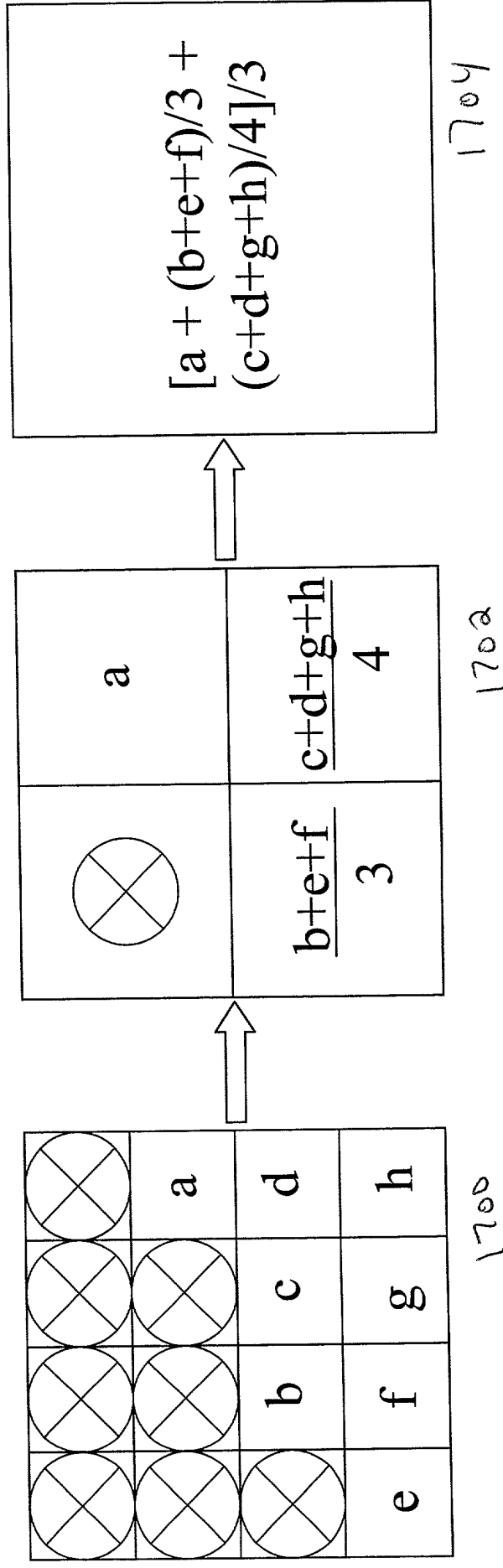


Fig 17

Second step traverses the mipmap the other way, and assign the coarser level values to the corresponding background pixels.

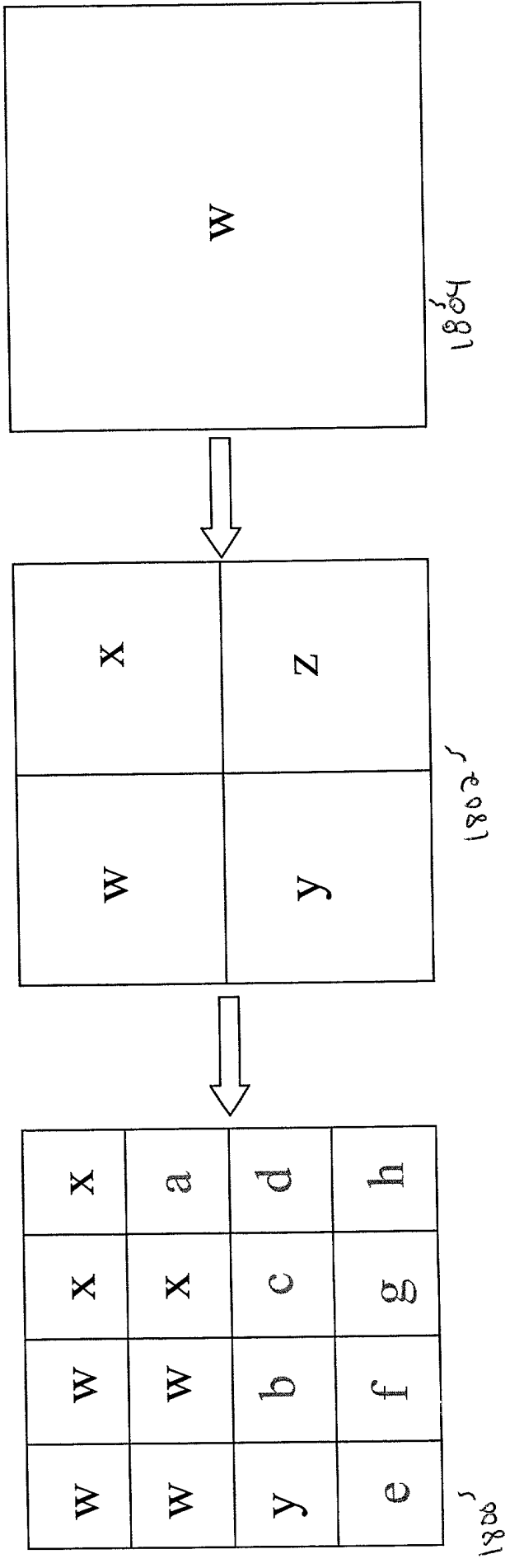


Fig 18

FIG. 19

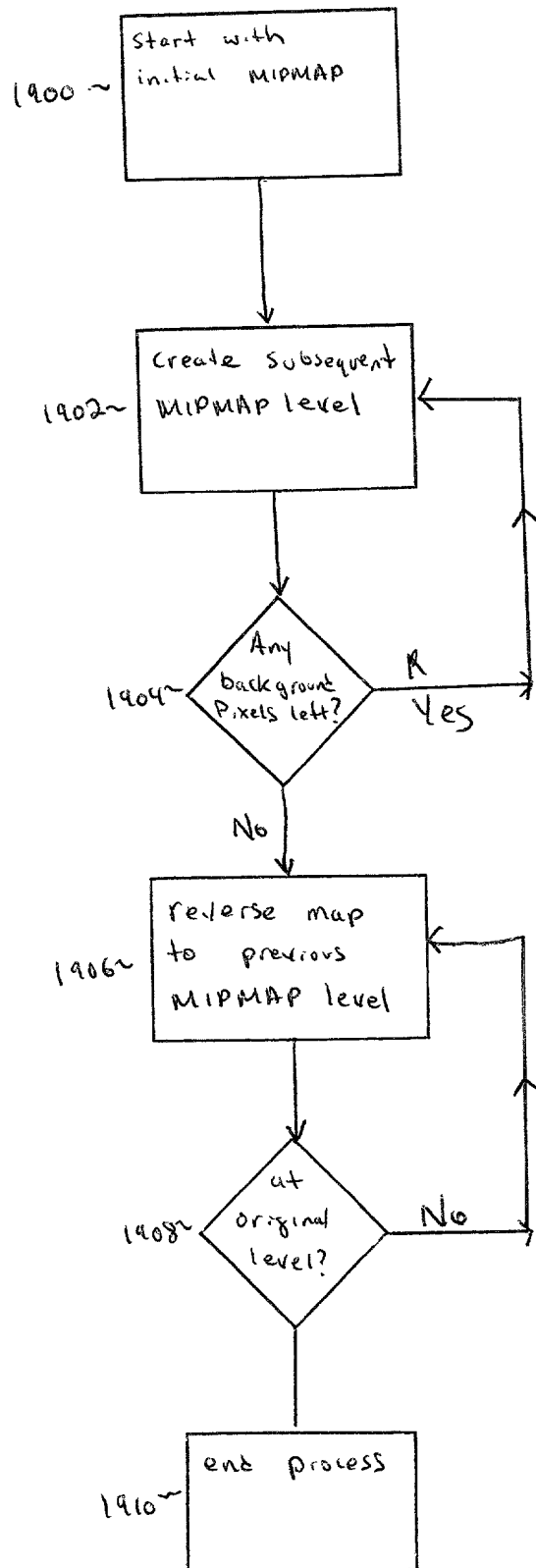


Fig 19

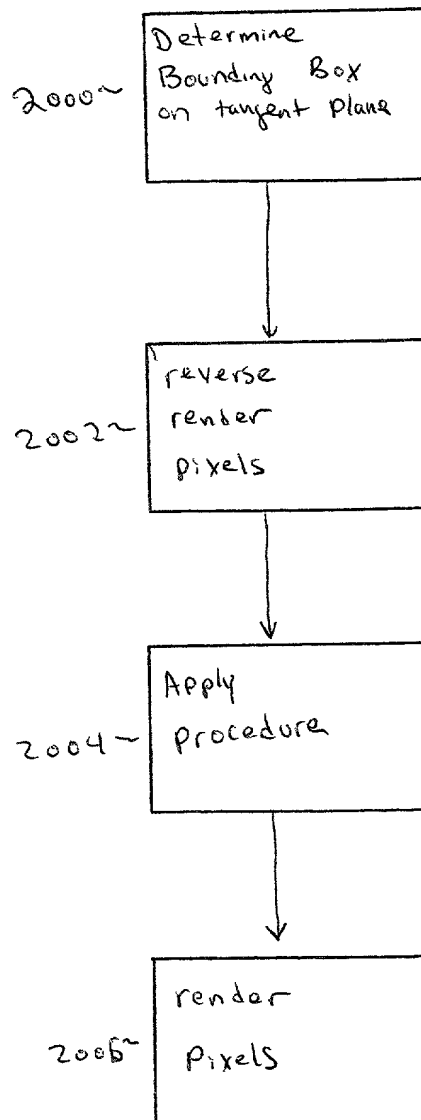


Fig 20

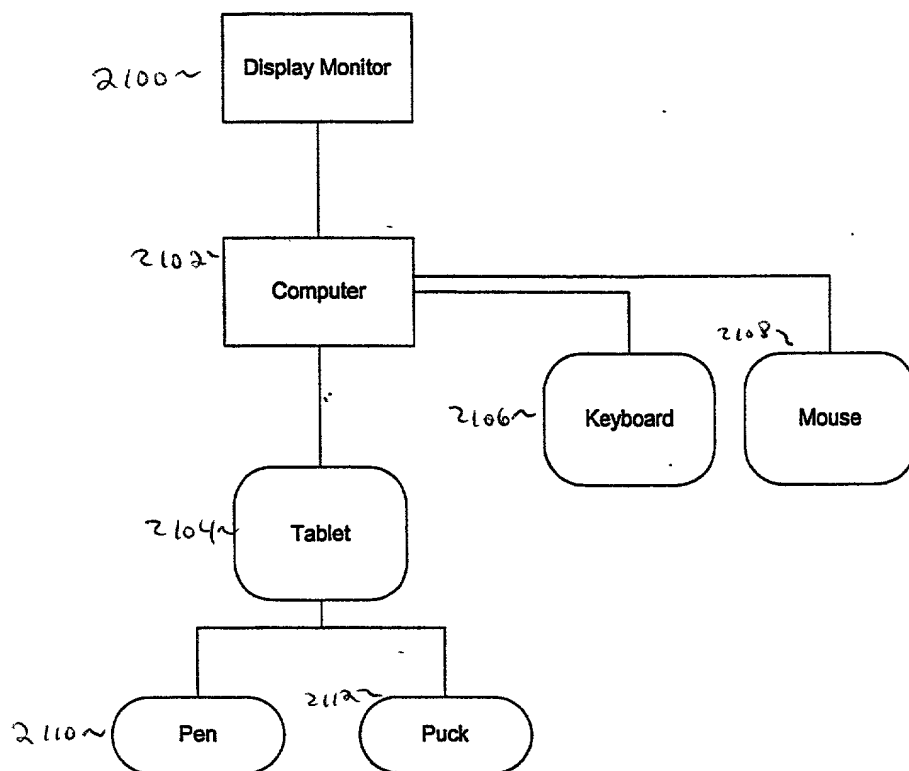


Fig 21